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Marble Board Game Method of Use

Background

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TC 3700 MAIL ROOM

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The invention is a marble board game in general with guidelines for methods and play but more importantly it is a marble board game with specific rules and instructions for method of play. The marble board game enhances chance play and marginal skill to a degree such that children can enjoy hours of joy without needing any skill while adults can also enjoy hours of play using marginal skill so as to enable them to relax and enjoy the game.

Board games have always been a popular form of relaxation and enjoyment for family and friends. For a board game to be enjoyed and yet remain popular it must combine luck and skill. Preferably a significant amount of luck so children can enjoy it but also a small amount of skill to make it interesting for adults as well without giving too much unfair advantage over children with less skill. This allows the board game to be played by a wide range and variation of ages both separately and together while still allowing the board game to be enjoyed by everyone.

For the foregoing reasons there is need and desire for a marble game board apparatus and method of play that is challenging for adults to find the game interesting and intriguing yet also relaxing and joyful. Children also have a need and desire for a board game that allows chance and ease of play to determine the outcome of the game. Therefore, the combination of both luck, skill and the method of random or blind choice allow players of six and up to compete against each other without any undue or unfair advantage to any player. This allows the older players to remain interested while keeping the younger players attention as well. Luck and chance allow all players to enjoy the board game equally.

Marble Board Game Method of Use**Summary**

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The present invention is a marble board game and method of play that satisfies all recreational needs of the players. The present invention is a game board apparatus and method of play that is challenging enough to allow older skilled players to find the game interesting while playing against other older players with equal skill yet still combining a significant amount of luck to give the unskilled or younger players an equal chance at winning the game while remaining simple enough for younger players to compete against each other and enjoy the game.

The marble board game under consideration consists of a square playing board, 16"x16", with a black outer border 1 3/8", surrounding the board with the name of the game, Blind Choice, on each side. The board game has 109 perforations that have a circular diameter of 3/8". The board game is divided into four different colored triangular sections that are blue, green, yellow and red. Each section has twenty-five perforations for twenty-five marbles of the same color as the section. In the middle of the game board is a white circle with eight perforations for eight white marbles. In the center of the white circle is a black circle with one perforation for one black marble.

A marble game board apparatus having features of the present invention comprises a multiple sided playing board with 109 rounded perforations that have a circular diameter of 3/8" to hold marbles. The multiple sided playing board must be square in shape. The board may be of any type of rigid or semi-rigid material of sufficient thickness to make the 109 rounded perforations with a circular diameter of 3/8" for the marbles. The perforations are placed in specific positions on the board in order to facilitate the play of the game. There is no specific path of play but rather a random drawing and placing on board of marbles. Players play in a clockwise direction according to specific instructions. Random play or random choice is an essential, if not the essential component of the game.

Marble Board Game Method of Use**Description**

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A marble board game consisting of one square board, 16"x16", 109 perforations each with a circular diameter of 3/8" and four colored triangular sections of blue, red, yellow, green with twenty-five perforations for twenty-five marbles of the same color as the section plus two inner circles, one white with eight perforations for eight white marbles and within the white circle is a black circle with one perforation for one black marble. Also, one die, one cloth bag with draw string, one black marble, eight white marbles, twenty-five blue marbles, twenty-five red marbles, twenty-five yellow marbles, twenty-five green marbles and one set of instructions.

The game can be played by two to four players and is played clockwise. All marbles are kept in cloth bag until picked, no player is allowed to look in cloth bag at any time. Players roll die to see who goes first, player with highest number goes first and picks their own color. Other players use color in front of them. When a player has rolled the die, picked their marble(s) from cloth bag and placed marble on the game board the player must immediately pass the bag of marbles and the die to the next player whose turn it is. The player whose turn it is rolls die. The number on the die indicates number of marbles player is to pick from cloth bag and then place each marble picked on the appropriate colored perforation on the board. If a player picks a white marble that player will get another turn while placing the white marble on the white perforation provided for it in front of player whose turn it is. If a player picks a black marble then all other players must remove their marbles from the board and place back in cloth bag for further play. The player has the option of not playing the black marble if they feel it would not give them a strategic advantage, they would then place the black marble back in the cloth bag. Once a white and/or black marble has been picked and placed on the board it can not be taken off the board and played again. Each player's colored section of the board has two perforations for white marbles at the top. Once the player has filled these two perforations with white marbles they may use any additional white marble they pick as a wild marble to use in place of one of their own colored marbles. The white marble can only be taken off the board by use of the black marble. When a player picks a white marble they will roll the die, the number on the die indicates the number of marbles each of the other players must remove from their section and place back in the cloth bag. If a player has a white marble as a wild marble that marble must be taken off the board as well if warranted. When a player removes their marbles from the board they must display them for count before placing them back in the cloth bag. If a player picks more than one black and/or white marble they can only use one and must place the remainder back in the cloth bag.

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Marble Board Game and Method of Use

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Description

TC 3700 MAIL ROOM

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Should a player pick a black and/or white eliminator marble and none of the opponents has any marbles on the board then the black and/or white eliminator marble must be placed back in the cloth bag for future play. If a white eliminator marble is played and the opponent(s) has less marbles on the board than the die indicates to remove your opponent(s) is obligated to remove only the marbles they have on the board. Any time a player rolls a number one on the die they will get another turn. This does not apply to white eliminator marbles. If only two or three players are playing then they will use only two or three colors plus all the white marbles and the black marble. If a player rolls a number one and picks the black marble that player automatically wins the game. Otherwise the player who fills the board with their colored marbles first wins. In case of a tie the players who are tied will roll the die, the player with the highest number wins.



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Brief Synopsis

JC 3700 MAIL ROOM

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The invention as presented is a marble board game apparatus with a unique method of play. The presented invention is a marble board game 16"x16" on a square board consisting of 109 perforations with a circular diameter of 3/8" plus one die, one non see through cloth bag with draw string, one set of rules, one black marble, eight white marbles, twenty-five blue marbles, twenty-five red marbles, twenty-five yellow marbles and twenty-five green marbles. The board game is played by the two to four player's six years and up. The play is clockwise. The outcome of the game is determined by the random pick of marble(s) during a player's turn. The unique randomness of the game is what contributes to the fun and enjoyment of playing the game. The high level of chance plus the moderate skilled needed enhance the player's joy of the game. The player who gets all their colored marbles on their colored section first wins, thus enduring hours of joy for all players.